

## LEGO DIG/EXPLORERS

Preliminary Rough Concept Development Notes

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Surrounded by the sand, which is there, the Desert Alla Mode is a forbidding environment even with a seasoned guide. Then why go there, you might ask. Good question and not an easy one to answer although you will get several rather convincing reasons from several rather convincing people why you should (each reason more convincing than the last). You see: somewhere in the vast Desert Alla Mode is the Forgotten City of OGEL...or so they say.

OGEL, once the biggest and the most popular city in the known (possibly even the unknown) world, has vanished but not in stories. They say that over time as years passed (more than a Gazillion), the climates changed, the cultures changed, the languages changed. Even the skies have changed. Stars once over there are now over here. ...But the stories of OGEL endured, brooding and numinous, wrapped in mystery... The stories remained but the city didn't. OGEL: sand engulfed it. Time eroded it. It seemed to be lost, forgotten. At widely separated intervals-every 5 millennium or so- a benevolent ruler would attempt to find it, to restore it, to examine it and to have fun with it. And then it would happen again. Climates changed. Cultures changed. Languages changed. Even the skies changed. Sands buried the city and the people would all but forget about OGEL. Stories remained. Rumors and myths of this forgotten city has it that riches and fun beyond belief are still to be found there. Buried, deep, hidden by mystery.... We find ourselves now drawn into a strange and unexpected area of adventure. Like souls on the way of the dead, we have to pass through dark kingdoms of the afterworld, to navigate its narrow corridors, flooded passageways and hidden chambers, and to confront the fiends and demons lurking there...to arrive at this land called OGEL, the forgotten city. The only problem in getting there, without access to a time machine, is that none of us, not even distinguished Archeologists, Doctors, Adventurers, and Heroes can tell us where it is or if it is really there at all. But through the *modern miracle of multimedia...*

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You are invited to join one of 5 expeditions or go on your own if you're brave enough to face the dangers. There's mazes, snakes, scorpions, natural hazards of sand storms, flash floods, quick sand and rock slides and the not so natural disasters created by ghosts. There are many other unpredictable dangers as well- like the not too hospitable grave robbers, treasure hunters and fame seekers that may want to (usually do) prevent you from ever finding the city or its treasures.

You travel by foot, by car, by balloon and by plane.

through several environments from low desert, through oasis over mountains and valleys to search for clues to the entrance of the forgotten city. You must observe. You must anticipate and then you will find the forgotten city of OGEL. There are 5 entrances. Only one is accessible per expedition.

Once located; mazes, booby traps, obstacles, the not so hospitable ghosts, fellow travelers and mysteries await your every turn.

If you are skillful enough to arrive safely, the fun really begins. with the assistance of the newly invented "Ghost Translator", your Hieroglyphic Translator, Archeological Tools of the Trade (ground penetrating radar, microgravimetry meters and shovels), Weapons and your Wits you discover a wealth of fun and perhaps some interesting insights into this ancient civilization.

Once you arrive, you discover that Riddles, Puzzles, Creativity, Building, racing (capture the flag-like), customizing, discovering ancient civilizations and good play await you.

But so does danger.. attacks from ghosts, grave robbers, bandits and natural (and not so natural) disasters.

Puzzles and clues, if solved correctly, open secret doorways to secret chambers. Some solutions to opening doors involve building, critical thinking, listening and deciphering hieroglyphic messages.

If you are smart enough to unravel the secrets and discover the chambers, the treasures, you may have discovered far more than any LEGO adventurer has discovered before...

**The Ruby, The Silver Brick, The Rosetta Brick, Wooden Toys (duck), old LEGO kits (from the 60's, 50's, 40's) and more.**

The coveted **OGEL Ruby**, so enchanting, is the forgotten city's memory chip. Once removed from its location, chaos surely follows. You soon learn that the forgotten city is actually the forgetful city. Without the memory chip in its' rightful spot, chaos rules.

The Ruby sits on a Rube Goldbergian structure that once removed will begin a sequence of bizarre consequences. Light normally strikes the Ruby from a shaft in the walls. Once the ruby is removed, the light now bounces back out and darkness reigns

You discover that to undo what damage has been done, you must return the ruby...but it's not that easy...Ghosts and others who actually kind of prefer the mayhem attack you and it's kind of fun for them.

In addition and most predictably, someone will try to steal it for their private collection. You'll have to chase the thief of the Ruby who may be oblivious to its' powers and capture and return the Ruby and it won't be easy...they're usually armed and dangerous. Your weapons, of course, will work on mortals but for ghosts and skeletons....a Debricker is needed...but if the Debricker should fall into the wrong hands...CHAOS rules!

It will deconstruct the forgotten city and its' people. Your mission and gameplay: chase and capture (deconstruct) the bad guys to save the city and all of its' fun.

**The Silver Brick:** another coveted treasure has unlimited power. Once found, you will have the power to go faster, to fly higher, to change things - everything (customize) and it is the brick needed to construct a Debricker, needed to stop (debrick) the skeletons and ghosts, if you can catch them.

**The Rosetta Brick** contains important directions on how to access the secret chambers found in the structures below (see **SECRET CHAMBERS**). This Rosetta Brick has a hieroglyphic encryption on its' sides. If this brick is placed on a specific brick (discovered by solving riddles), The hieroglyphics are translated on this 2nd brick. Brick 1: hieroglyphics on Brick 2: english translation.

There are other bricks to be found. If these two bricks (Brick 1 and Brick 2) are consequently placed on a third brick other language translations appear on brick 3...In French, In German (4), in Spanish(5). Clicking on the English, the French, The German and the Spanish Brick (once in place) will prompt a V.O. in the language selected. A possibility exists of finding an Egyptologist to do the same for the Hieroglyphic brick as well.

The message in hieroglyphic translatable in the languages described above would be something along the lines of:

" Follow the tunnel to your left when facing the sun"

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## PRODUCT OVERVIEW

*DIG* (working title) will utilize the 3D immersive navigation/adventure game engine invented on LEGO Island. Rich with interactivity, emphasis on multi and media, *DIG* will be a character driven action discovery game with humorously engaging animations and original music. Riddles, puzzles, translations and critical thinking open the doors to secret chambers. Different chambers contain different activities like Racing (capture the flag-like), free form builds, music composition, Follow the bouncing ball singing, hieroglyphic painting for messages and access to the internet. Some chambers are very dangerous and you better be armed because someone will be shooting at you. And still other chambers have unfriendly skeletons that, unfortunately, can't be stopped by "normal" weaponry so you'll have to built a Debricker. You'll be able to deconstruct them with your Debricker. But if this Debricker falls into the wrong hands...CHAOS! chase and capture climax game play

The storyline is presented in a first person perspective. You can choose a guide and follow (selecting on him or her for advice along the way) or travel by yourself. However you go, whatever you do and however you play...it's really up to you.

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## **MAIN CHARACTERS**

**KING ROM DOT COM** (the Pharaoh)

**KIT ATTAWAY** (the ace pilot)

**COLONEL VON BRICKOFF of BUILDOVIA** (adventurer)

**PROFESSOR FITZ BRICKSWORTHY** (Archeologist)

**DOCTOR B. PILTDOWN** (the bad Guy)

**DOUGLAS "DIGGER" McBUILDER** (the hero)

**LUCIE BRICK** (heroin)

**THE INFOMANIAC** (as your host)

**PEPPER** ( a good friend)

**THE BRICKSTER** (he's behind it all)

many ghosts and skeletons

many snakes and scorpions

mummies

**misc.Characters:**

Radio D.J. Guy, Mr. and Mrs. P.C. Goodplay, Papa "rootin-tootin" Roni,

Queen Gole (pronounced Golly) G., Doctor N.O. Vate, Crystal Gelo

(pronounced Jello), and X. Cavator.

(see **CHARACTERS** specific)

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## **INVENTORY**

Ghost Translator

Hieroglyphic Translator

map

camera

gun(s), weapons, The Debricker

Archeological tools of the trade: Ground Penetrating Radar,  
microgravimetry meters and shovels

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## **OBSTACLES**

Trap Doors

Booby traps, wacky stuff

Weather conditions

sand storms

flash floods

earthquakes/rock slides

Mazes, Quick sand, snakes, scorpions, ghosts and skeletons

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## **VEHICLES**

Antique Cars  
Antique Planes  
Air Balloons

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## **DASH FEATURES**

compass  
gun  
camera  
radio  
map  
customize buttons

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## **TREASURES/ARCHEOLOGICAL FINDS**

Ruby (memory chip)  
Silver Brick (power)  
Rosetta Brick (archeological information)  
wooden duck toy  
kits from the 60's, 50's, 40's

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## **HABITATS/ENVIRONMENT**

low desert: vast sand  
Mid desert: oasis  
High desert: rocky sand tree mix  
Mountains; rocks  
Underground: under pyramid...The Forgotten City of OGEL.  
Many hidden chambers and rooms accessible by puzzle solving and  
critical thinking skills

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## **MODELS**

(need to see kits)

base camp (tents)

Sphinx like structure

Three Pyramids (pyramid, incidentally is Greek for "small cakes" thus the reasoning for Desert Alla Mode)

The pyramids have chambers, passages and more secret interiors where activities take place (see Secret Chambers)

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## **ACT I:**

Intro: A call for help is heard...Navigate the hot air balloon to the base camp

Somebody does not want you to arrive so you'll have to navigate around the bricks being tossed at you...If one should strike your balloon...you'll descend.

Dropped like a lead balloon, you'll have to travel by foot...follow the signal (3D sound)

Arrive at the base camp: The Infomaniac's introduction

Choose your guide (click for BIO/click and drag for them to appear). Choose your route (click on map for info/ click and drag the guide or the "you" icon to the map to begin) Click on the Infomaniac for more info. Follow guide or go it alone and compete against all guides to arrive there first. Clicking on a guide that you follow will trigger his helpful and sometimes distracting monologues.

Build (Car, Plane, Balloon) to travel

Explore: find clues to the whereabouts of the forgotten city  
(hieroglyphics, people, maps, etc.)

Discover by interpreting clues, puzzles and maps; the entrance to the city. One of five are available per game play.

Solve puzzles and riddles to enter secret chambers.

Different chambers contain different activities like Race: capture the flag-like, treasure hunts, the doom tomb shoot-em-ups, free form builds, music composition builds, Follow the bouncing ball singing, hieroglyphic painting for messages and access to the internet, etc.

Some chambers are very dangerous and you better be armed because someone is shooting at you. And still other chambers have unfriendly skeletons that your pistols won't stop but you can deconstruct them with your Debricker.

But if the Debricker gun falls into the wrong hands...CHAOS!

Trigger to Act II: finding the ruby will trigger a bad guy to steal it and chaos begins. The ruby is a memory chip. Without it, the forgotten city goes bonkers. It is the Forgetful City, some remember...and it (the ruby ) must be returned.

The bad guys and the ghosts like it better when it's wacky and will try to prevent you from returning it.

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## **ACT II**

Chase, recapture and return the Ruby

Weather, ghosts, obstacles, mazes

Your Debricker is stolen triggers ACT III

## **ACT III**

Hunt, chase and capture the bad guy.

Shoot Debricker, set traps, avoid being stunned and/or deconstructed.

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## **CHARACTERS SPECIFICS**

**KING ROM DOT COM**, the Pharaoh of **OGEL**, speaks in riddles. Figure them out and you've found major clues to opening doors, solving puzzles, discovering treasures, or simply a good joke. Although there is an air of mystery to the Pharaoh, research indicates that in the year gazillion two one B4U (before you), King Rom Dot Com was the ruler of all bricks, the lord of all clicks. He was King Rom Dot Com. Although the city has disappeared from time to time buried in sand, flooded by time and forgotten by most everyone, King Rom Dot Com stayed. He knows just about everything there is to know about **OGEL** but his culture, his language is from-well, several gazillion years ago so it's sometimes tricky to figure out what he's talking about.(to be continued)

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**KIT ATTAWAY**, the ace pilot, is more home in the air than he is on the ground. He can never manage to get his "land legs" working too well. Kit is an ace in more than just flying as his math skills are intricately tied in to his ability to fly planes. To say Kit is brave would be a major understatement. Suffice it to say that no one would ever attempt the stunts (to be continued)

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**COLONEL VON BRICKOFF** of **BUILDOVIA**, the continental adventurer and art collector

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**PROFESSOR FITZ BRICKSWORTHY** B.A., B.S., B.F.A., M.A.,PhD, L.E.G.O. and renowned Archeologist,

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**DOCTOR B. PILTDOWN** (the bad Guy). We're pretty sure the B. stands for Brickster but it's just a guess. He is, never the less,

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**DOUGLAS "DIGGER" McBUILDER** (the hero). A bit of a cowboy, a bit of a boy scout, Digger lives by a code of ethics and values. He always thinks if it's the right thing before he does anything. If he had a middle name it would probably be "Good Play".

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**LUCIE BRICK** (heroin)

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**THE INFOMANIAC** (as your host)

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**Pepper**, a good friend, will help out of a jam and into building a solution

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**The Brickster** (he's behind it all)

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**many ghosts and skeletons**  
gangs of ghosts appear throughout the land. Most are mischievous but during Act II and ACT III, some become downright aggressive and are out to trap you.

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**many snakes and scorpions** (non speaking-duh)  
as in real life, these snakes and scorpions, if treated with respect are not dangerous. Of course, if you disturb them or their nest, or if someone else disturbs them- they'll attack. Their sting can well, sting...some venomous bites will cause you to black out and if you're lucky enough-you'll find yourself back at base camp being revived by the Infomaniac (I'm just guessing).

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**mummies:** hard to say... Some are helpful, some are misleading, some are friendly, some are not. You just have to click on them when you find them and find out

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**Misc Characters:**

**Radio D.J.** The peppy D.J., news, weather and sports guy Sometimes A M, sometimes F M but always on the air when you select the radio.

**Mr. and Mrs. P.C. Goodplay:** Two tourists that are lost Always arguing (in a nice way though-they actually really like each other) and they are always lost They are actually recurring gag obstacles.

**Papa "Rootin-Tootin" Ron:** Pepper's real dad who disappeared on an adventure years ago. Rootin Tootin is a salt of the earth, fun loving, adventurous dude who's seen it all. The perfect dad, really He knows a lot, he knows fun, hard work and can answer or show you how to figure out most things.

If Pepper can find him (you can help him), it would mean a lot.

**Queen Gole** (pronounce: Golly) G: like Cleopatra, the Queen of Denial, she mesmerizes, hypnotizes and makes guys goofy with amore. she's got style.

**Dr. N.O. Vate:** Encyclopedic

**Crystal Gelo** (pronounced Jello) and **X. Cavator:** VERY new wave, sort of deadhead like pilgrims looking for "truth" in the oddest of places often misreading clues and events

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**SECRET CHAMBERS**

**OGEL**, once discovered, resembles the Giza Horizon of ancient Egypt in that there are the following structures:

A Sphinx-like monument and 3 Pyramids

The layout of these edifices are such that they mirror the skies. The Center directly below the meridian

Stars are aligned perfectly over each structure and will shine brightly through the shafts in the pyramids pointing the way to secret chambers. Each pyramid has many chambers, some small and contain hotspots, gag animations, treasures or riddles while others contain major activities and gameplay.

A riddle and a puzzle is required to enter (see Riddles and Puzzles)

Each Pyramid has a theme:

**Pyramid 1: RACE.** a capture the flag-like race through corridors and mazes with ancient obstacles .race against friendly (and some not so) competitors mummies, pharaohs and ghosts. Obstacles and wacky surprises around every corner. The vehicles are Solar boats. You win treasures or clues

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**Pyramid 2: ART & SCIENCE:** Several chambers are hidden inside this structure and require some thinking to access the doorways

**Chamber 1** with 4 walls, The Music studio chamber

Wall 1) a build: each brick has a unique sound effect or a note associated with it. The contraption that you build will produce the melodious and sometimes not so melodious effects with a click once completed. Ghosts and Pharaohs will dance about

Wall 2) Sing-along .Choose a song (one of 6 available) follow the bouncing ball and sing along with mummies as everyone who can - shows up and dances and parties

Wall 3) Maze entrances to other chambers and an exit to the exterior

Wall 4) hotspot compartments and tombs

**Chamber 2**

Wall 1) Hieroglyphic message wall. Create your own hieroglyphic message (print it out)

Wall 2) Hieroglyphics will animate when selected

Wall 3) gag animations/hotspots

Wall 4) Multiple doorways Mazes

**Chamber 3: The treasure vault**

tombs and secret storage boxes/ hotspots/ gag animations

**Chamber 4: access to the internet**

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### **Pyramid 3: DOOM TOMB**

A series of chambers connected by narrow passage ways and mazes. Be forewarned: This is an evil place... Mortals and not so mortals will shoot and attack... It's the shoot-em-up game play pyramid. In addition: mummies will grab any of your friends that you may have with you (Pepper perhaps) and drag them away and hide them in secret vaults. Rescue, deconstruct and dodge the danger.

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**The Sphinx Temple** is the residence of King Rom Dot Com. This is your main screen for OGEL. Discover maps and clues, treasures, etc. Some secret chambers allow you to build from ancient (60's, 50's, 40's) LEGO kits

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**During Acts II and III**...all locations become dangerous mazes. Some entrances and exits are closed off randomly... It's a chase, hunt, shoot and capture game climax zone.

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## **TALENT/VOICE**

Some voices for characters are already defined  
having come from LEGO Island

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**INFOMANIAC:** Patrick Hagan

**PEPPER:** John Morris

**BRICKSTER:** David Landers

**KING ROM DOT COM:**

**KIT ATTAWAY:**

**COLONEL VON BRICKOFF of BUILDOVIA:**

**PROFESSOR FITZ BRICKSWORTHY:**

**DOCTOR B. PILTDOWN :**

**DOUGLAS "DIGGER" McBUILDER:**

**LUCIE BRICK :** Erin Kate Whitcomb

**Mummies, ghosts, skeletons:** All talent above  
(as their second voice)

**misc.**

**Radio D.J.:** Terry McGovern

**Mr. and Mrs. P.C. Goodplay:**

**Papa "Rootin-Tootin Roni:**

**Queen Gole (pronounced Golly) G.:**

**Dr. N.O. Vate:**

**Crystal Gelo (pronounce Jello):**

**X. Cavator:**

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## MUSIC

### Instrumentals

Theme song Intro  
Navigating to base camp song  
Base camp theme song:  
Theme song act I:  
Arrival at OGEL song:  
Theme song act II:  
Theme song act III:  
mini-tune while trying to solve riddle:  
mini-tune when doors open:  
mini tune when Ruby and Debricker are stolen  
mini-tune when you're shot  
Pyramid 1 (Race):  
Pyramid 2 (Art and Science):  
Pyramid 3 (Doom Tomb):  
Build song:  
Win song:  
Lose song:

**Instrumental Musicians presently being considered :** Ray Manzerack and his son, California Klezmer Band, Lorin Nelson, Peter Dunn, Randy , Michael Blakeman, Henry Salvia, Jock(guitarist c/o Justin), Kabal player (c/o Lorin).

### Songs with Lyrics

Sing-along songs

Those being considered to date:

The BOBS

Tom Leher

Monica Pasquel

Randy

Kathleen N. Right

Lorin Swelk w/Megan, et al

Decal

Annie Wallis

Donald Siegal

SOVOSO

Oakland Interfaith Gospel Choir



**Radio show jingles:**

Doug Boyd

Kathleen N. Right